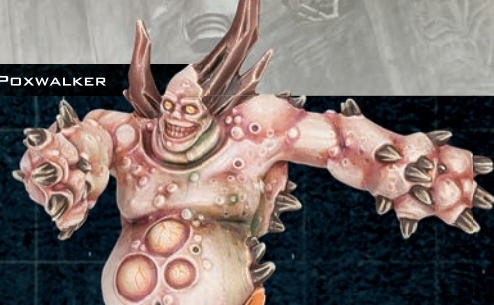




PLAYING GAMES



One of the great things about Warhammer 40,000 is the chance to play games with your friends. There are lots of different ways to play – your game might be a contest of tactics and skill, or a story-telling experience where you and your friends create your own narrative through the unfolding battle. As long as everyone participating enjoys the game, you're doing it right!

What you'll find on the next few pages is a special game for you to play with your club, called 'Crusade Mission – Out of Ammo'. It's a great introduction if you've never played Warhammer before. Out of Ammo includes all the rules you need to play – so you'll be able to follow along and play with your friends.

CRUSADE MISSION OUT OF AMMO

Nurgle, the Chaos God of pestilence and disease, wishes to cover the universe in plague. In his latest plot, he has despatched Mortarion, Primarch of the Death Guard, to conquer and despoil a sector of the galaxy known as Ultramar. Home to five hundred worlds, Ultramar is known as the Realm of the Ultramarines and their Chapter Planet, Macragge. Awoken after nearly ten thousand years in stasis, Roboute Guilliman, Primarch of the Ultramarines, has at last returned to counter this most desperate threat.

Disease spread by the servants of Nurgle has devastated planets in this sector, but the war is not lost. An antidote has been developed for a terrible strain of pox that has ravaged an important forge world. Roboute Guilliman has tasked your Space Marines with the most important job: you must transport the medicine from the medical facility on Macragge to the forge world. A weapons factory there has shut down due to illness and production must start again if the Imperium is to stand a chance at repelling the invaders!

Hearing of the plan, Mortarion sent an army of Death Guard to ambush you en route to the transport. A ferocious battle ensued and your Space Marines were victorious. Now, just a few city streets lie between you and the transporter that will take your warriors to the off-world evacuation site. Out of ammo, you must protect the antidote and get safely away.



FACTION FOCUS: DEATH GUARD

Once Space Marines, the Death Guard are traitors to the Imperium of Man. They are hulking fighters, bloated, rotten and riddled with disease. Trudging implacably into war, they bear plagues that turn unwilling victims into cursed tools of Nurgle, all the while chanting praise to their gruesome patron.



PLAY

OFFICIO PREFECTUS COMMISSAR

PLAYING GAMES: HINTS AND TIPS



SPACE MARINE DATASHEET

MOVE
6"

WOUNDS
2

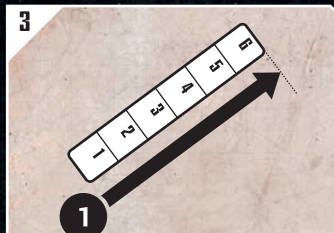
HOW TO MOVE



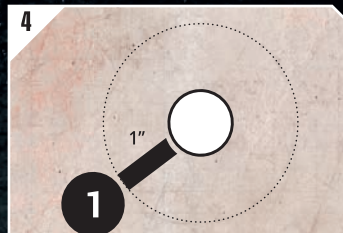
You may move each model in your army once, only on your turn.



Check the Move characteristic on the datasheet for that model.



Use a range ruler to move that model up to the number of inches shown in the Move characteristic.

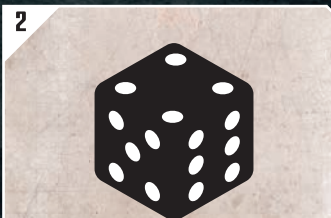


You must not finish your move within 1" of an enemy model, or move through or over other models.

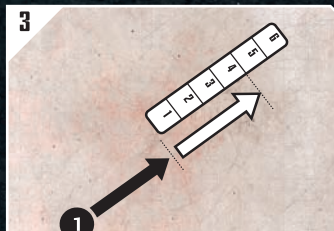
HOW TO ADVANCE



After it has moved normally, a model can make a special move called an Advance – roll a dice.



The score on your dice roll shows how far your model will Advance – a high roll is better!



Next, use your range ruler to move your model the distance that you rolled on your dice.





PLAY

CAPTAIN-GENERAL TRAJANN VALORIS

CRUSADE MISSION

HOW TO PLAY



Up to six players can join in playing this Crusade Mission. Each player will need:



1x Space Marine
per player



2x dice



1x Primaris Repulsor
(only 1 needed per game)



3x Antidote Tokens
per player



3x Poxwalker Tokens
per player



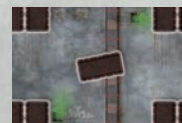
1x First Player Token
(only 1 needed per game)



1x Range Ruler



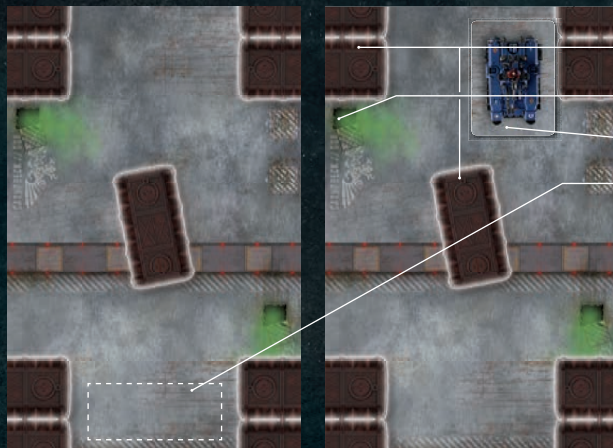
1x Encounter Table Card



1x Plagued Streets Battle Mat
per player

1. SET UP

This set-up guide is for a game with two players. If you have more players, simply add one extra battle mat per player to create a bigger play area. There should be one Primaris Repulsor token in each game and this should be placed as far as possible from the start position. Each player must add three Poxwalker tokens to a pile near the board. No more Poxwalkers may be used in the game than there are tokens available. Each player places three Antidote tokens in front of them to represent the vials of antidote they are carrying.



CONTAINERS (SCENERY)

SEWER GRATE

PRIMARIS REPULSOR

STARTING AREA

TIP: SCENERY

When playing games of Warhammer: 40,000, sometimes there will be scenery. These are objects that models cannot move over. The scenery in this game is highlighted with a white outline to let you know the areas your models cannot move through.

2. HOW TO PLAY

This game is played in rounds. To start the game, pick one participant to be the first player and give them the First Player token. After each round of play, pass the token to the person on the right, who will then take the first turn. Continue passing the First Player token around the group so each player gets a chance to go first.

3. TURN SEQUENCE

To complete a round, each player will resolve their turn. After every player has resolved their turn, each Poxwalker must complete their turns. The next round will then start.

SPACE MARINE TURN ORDER

- 1 Roll a dice. Look at the encounter table and resolve the result.
- 2 Move and advance as per the instructions on your Space Marine Datasheet (page 15).
- 3 If the Space Marine ends their turn touching the Primaris Repulsor token, they have safely boarded the ship and are removed from the game.

POXWALKER TURN ORDER

- 1 Locate the closest Space Marine model to the Poxwalker.
- 2 Move the Poxwalker its total move allowance (see Poxwalker Token) towards it, following the shortest possible route.
- 3 If the Poxwalker contacts a Space Marine's base, it's movement ends and it contaminates a vial of antidote. If no Antidote tokens remain, that Space Marine loses a wound. Reduce the Wounds characteristic on their Datasheet (pg 15) by 1. If no wounds remain, the model is removed from the game.

4. HOW TO WIN

To win this game, at least one Space Marine must reach the Primaris Repulsor token still carrying at least one vial of antidote. If successful, all players should add up their points and use the table to find out their result.

1 victory point for each Space Marine to make it safely to the ship.

1 victory point per Antidote token on the ship.

1 PLAYER	2 PLAYERS	3 PLAYERS	4 PLAYERS	5 PLAYERS	6+ PLAYERS	RESULT
1 VP	1 - 2 VP	1 - 3 VP	1 - 4 VP	1 - 5 VP	1 - 6 VP	The forge world is doomed. You have not recovered enough antidote, and without the weapons produced there, the invaders will prevail.
2 - 3 VP	3 - 6 VP	4 - 9 VP	5 - 12 VP	6 - 15 VP	7 - 18 VP	You have delivered enough antidote to the forge world to save it, but not enough to help everyone. The fight with the Death Guard continues.
4 VP	7 - 8 VP	10 - 12 VP	13 - 16 VP	16 - 20 VP	19 - 24 VP	The Emperor's blessings are upon you. You have saved enough antidote to help the whole population. The Imperium is victorious!

READY FOR MORE?

Enjoyed your first taste of a Warhammer 40,000 game? There's loads more to enjoy: a full game of Warhammer 40,000 involves blasting the enemy with weapons, fighting daring hand-to-hand duels and deploying powerful war machines onto the battlefield. We have prepared several more Crusade Missions for you to try out with your Primaris Space Marine. This is just the beginning.



ASK YOUR CLUB LEADER FOR THE ADDITIONAL CRUSADE MISSIONS AVAILABLE TO PLAY



ENCOUNTER TABLE

1	A rotting stench renders you senseless. Miss a turn.
2	A cloud of flies obscures your view. You may not advance this turn.
3	A Poxwalker appears from the closest sewer grate.
4	A Poxwalker appears from the closest sewer grate.
5	A transmission from your Captain motivates you. Roll two dice and pick the highest to Advance.
6	The Emperor's righteous purpose inspires you! Double your movement characteristic this turn.

